# Palma M  Palma Mz

# PALMA M

## Programming

10043 UK  01—2006

# INDEX


**Programming** ..... 1

Operation of the programming handset ..... 1

Normal mode ..... 2

Programming mode ..... 3

**Personal Menu**

Access and handling of the personal menu ..... 7

Quick Access to a function ..... 8

**Erasing RAM** ..... 9

**List of functions**

**001 — UNLOADING CHANGE DISPENSERS** ..... 12

**002 — FILLING CHANGE DISPENSERS** ..... 12

**010 — SEND DATA TO PRINTER** ..... 12

**041 — RESETTING CHANNELS** ..... 13

**050 — SIGNAL RECEIPT QUALITY** ..... 13

**099 — RESETTING THE WHOLE MACHINE** ..... 13

**Accounts**

**110 — TOTAL SALES PER SELECTION** ..... 14

**111 — UNITS PER SELECTION** ..... 14

**120 — TOTAL AMOUNT OF THE SALES** ..... 14

**121 — TOTAL UNITS SOLD** ..... 14

**141 — SUM EXISTING IN CASH BOX** ..... 15

**142 — AMOUNT IN CHANGE TUBES** ..... 15

**145 — MANUALLY DISCHARGED AMOUNT** ..... 15

**146 — AMOUNT NOT GIVEN** ..... 15

**148 — COLLECTION IN RECHARGES** ..... 16

**150 — PRODUCT NOT SOLD** ..... 16

**171 — ERASING ACCOUNTS** ..... 16

**174 — ERASING CHANGE DISPENSERS** ..... 16

**179 — AMOUNT COLLECTED IN NOTES** ..... 17

**Functions de contabilidades perpetuas** ..... 18

**180 — TOTAL AMOUNT OF THE SALES** ..... 18

**183 — AMOUNT COLLECTED IN CASH BOX** ..... 18

**184 — AMOUNT SENT TO TUBES** ..... 18

**185 — AMOUNT DISCHARGED FROM TUBES** ..... 19

**186 — AMOUNT NOT GIVEN BY THE TUBES** ..... 19

**188 — CARD RECHARGE AMOUNT** ..... 19

**189 — AMOUNT COLLECTED IN NOTES** ..... 19

**Prices and sale modes**

**201 — PRICES PER SELECTION** ..... 20

**202 — ONE PRICE FOR SEVERAL SELECTIONS** ..... 20

**204 — SINGLE PRICE FOR SELECTIONS** ..... 20

**210 — TYPE OF EXTRACTION CHANNEL** ..... 21

**220 — FREE SALE** ..... 22

**221 — SINGLE OR MULTIPLE SALE** ..... 22

**222 — COMPULSORY OR OPTIONAL SALE** ..... 23

**223 — MAXIMUM COIN ADMISSION** ..... 23

# INDEX

## Selection programming


300 — CHANNEL AND SELECTION ASSOSIATION ..... 24
301 — FAMILY AND PRODUCT CODES ..... 25
303 — PROMOTION ..... 25


## Machine Programming


401 — PROGRAMME CODES ..... 26
407 — TIME FOR REMAINING CREDIT ..... 26
408 — TIME FOR PREVIOUS CREDIT ..... 26
412 — TYPES OF COINS ADMITTED ..... 27
416 — MAXIMUM NO. OF COINS TO BE ADMITTED ..... 27
418 — COINS TO BE ADMITTED WHEN OUT OF CHANGE ..... 28
419 — NO. OF COINS FOR OUT OF CHANGE ..... 28
425 — TEMPERATURE ON SCREEN, YES or NO ..... 28
440 — MODIFICATION OF THE PERSONAL MENU ..... 29
452 — BUZZER PROGRAMMING YES OR NO ..... 29
468 — PROGRAMMING THE PRODUCT TEMPERATURE ..... 30
470 — PROGRAMMING THE MACHINE NUMBER ..... 30
472 — PROGRAMMING THE OPERATOR CODE ..... 31
483 — PROGRAMMING THE MODEM / G.S.M. ..... 32


## Clock


510 — SET TIME AND DATE ON THE CLOCK ..... 34
520 — SELECT CLOCK OPTIONS ..... 36
533 — DAILY LIGHTING ON/OFF CYCLE ..... 36
534 — WEEKLY LIGHTING ON/OFF CYCLE ..... 37
535 — DAILY ON/OFF CYCLE FOR REFRIGERATION GROUP ..... 37
536 — WEEKLY ON/OFF CYCLE FOR REFRIGERATION ..... 37

## Programming

The machine is able to carry out a series of functions that can be configured by the user. Programming refers to the actions that are executed to determine how the machine must operate. The functions have been grouped together bearing in mind their purpose. Below a list of the relative groups is given:

| | | |
|---|---|---|
| **Group 000** | ► | **Actions** |
| **Group 100** | ► | **Accounts** |
| **Group 200** | ► | **Programming of prices and sales modes** |
| **Group 300** | ► | **Programming of selections** |
| **Group 400** | ► | **Programming of the machine** |
| **Group 500** | ► | **Hourly or clock functions** |

There are two ways of programming the machine:

**Through the personal menu.**
It is configurable and initially it has a series of functions that are the most commonly used.

**Through the general menu.**
Each one of the functions that the machine has can be accessed in a personalised way.

## What is used to for programming?

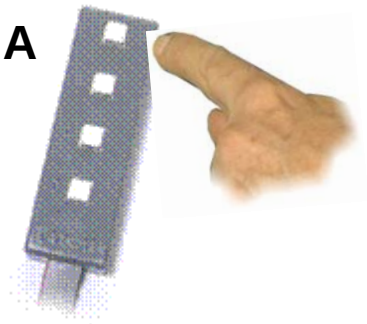
The machine has a portable keypad with four keys, with which it can be controlled both in normal operation and when programming the functions.

## Operation of he programming handset in normal mode

With the machine in service, the keypad is used to:

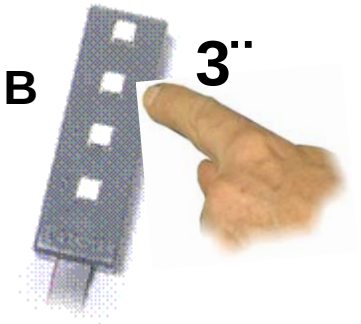
**Pressing key A**

Put the machine in **FREE SALE** mode for a service; when the service ends it returns to the normal operating state.



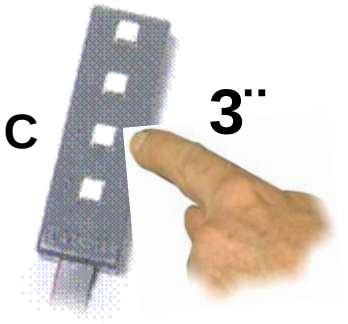

**Pressing key B**

If the key is pressed for more than 3 seconds, the screen will display the current temperature of the machine.




**Pressing key C**

Enter machine programming.
If the key is pressed for more than 3 seconds, the screen will request the number of a function to execute it directly.

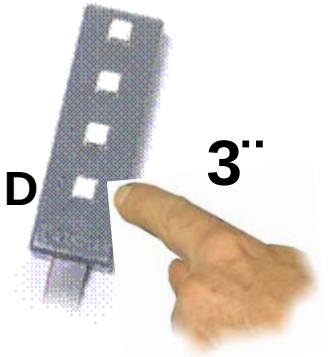



**Pressing key D**

Set up the machine for programming by infrared communication.

If the key is pressed for more than 3 seconds, it enters the personal menu programming.

If when resetting the machine this key is pressed for more than 5 seconds, it will erase the RAM memory.



## Operation of the programming handset in programming mode

Once the machine has been placed in programming state, you will be able to handle the functions mainly by means of the following edition modes:

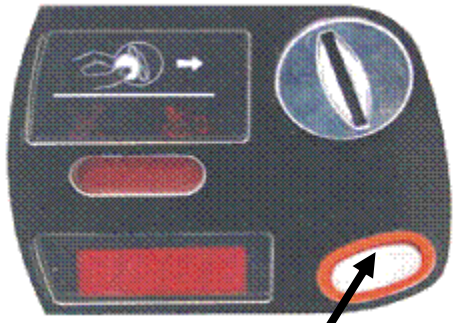
### Numeric edition (or entry of numbers)

In some cases, the machine will ask you to enter numbers (for example, the number of a function or a price). Do this as follows:

For example to achieve number 3142, you must press the following keys:

| Key | Action | example |
|---|---|---|
| **A** | **Increases the units** | **(0000 + A = 0001)** |
| **B** | **Increases the tens** | **(0000 + B = 0010)** |
| **C** | **Increases the hundreds** | **(0000 + C = 0100)** |
| **D** | **Increases the thousands** | **(0000 + D = 1000)** |

**D + D + D** **(3000)**
**C** **(3100)**
**B + B + B + B** **(3140)**
**A + A** **(3142)**

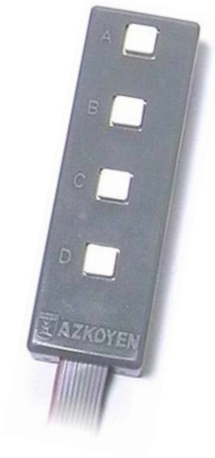



When you have finished editing the number, to validate it, press the **REFUND** key to access the next step.

## Alphanumerical edition (or entry of data)

In some cases you will have to enter chains of text or words (for example, for the promotional message).

The group of characters available are shown in the table below.




- ! " # $ % & ' ( ) * + , - . / 0 1
2 3 4 5 6 7 8 9 : ; < = > ? @ A B
C D E F G H I J K L M N O P Q R
S T U V W X Y Z [ ¥ ] ^ _ ` a b c
d e f g h i j k l m n o p q r s t u v

The character that is going to be modified is the one on the right of the screen, underlined and flashing.

To do this, proceed as follows:

**A** ► Advance to the next character on the list

**B** ► Return to the previous character on the list

**C** ► Erase the character that is flashing and the one on the left of the screen starts to flash.

**D** ► Validate the character that is flashing and a new one starts to do so, on the right.

**REFUND** ► Ends the edition of the message taking the word or phrase entered as valid.

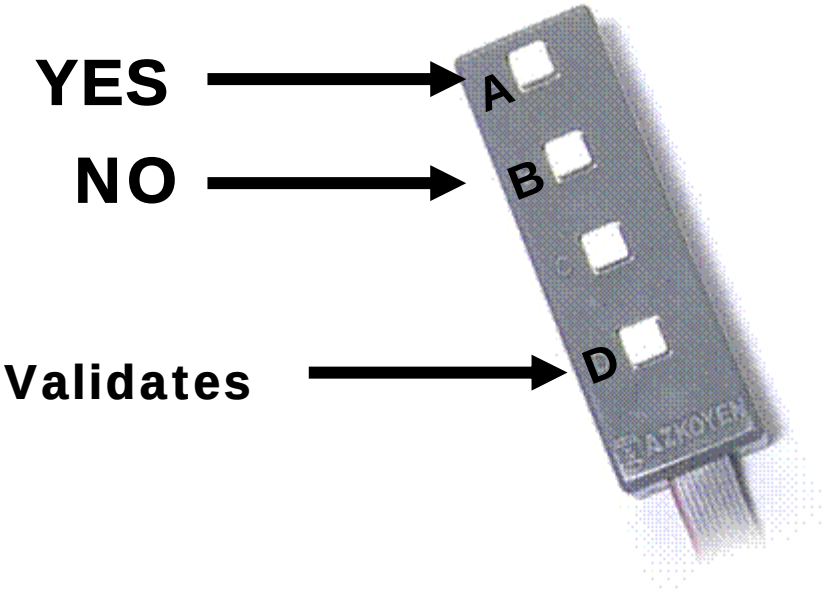
Remember that the character, which is flashing, is not included in the message.

## Option edition

The machine may sometimes offer you a choice of two options

Pressing keys **A** or **B** it changes from **Yes** to **No**.

Pressing key **D** it validates the option that appears on the screen.



## Personal menu

### Access and handling of the personal menu

The personal menu contains a series of functions of your machine which, as they are frequently used, are grouped together and are quick and easy to access.

The functions included in the personal menu are the following:

**041 RESET CHANNELS**
**110 SEL. MONEY**
**210 IMPULSE PROG.**
**120 TOTAL MONEY**
**420 ADVERTIS. MESS.**
**171 ERASE ACCOUNTS**
**468 COLD GROUP**
**201 PRICE PROG.**

The functions of the personal menu are operated as follows:

**1.** Open the machine

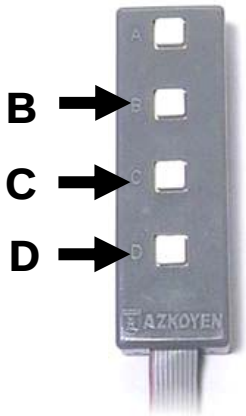
**2.** Press key C of the programming keypad or the red key situated on the rear of the display board. If there have been any incidents during the service (faults, change tubes empty, etc.) these will appear on the screen.

**DISPLAY**

Press key **C** again to access the personal menu (if there are no incidents, just press key **C**

**3.** Press key **A** or **REFUND** to advance to the next function of the Personal menu.

**4.** Press key **B** to return to the previous function.




**5.** Press key **C** to quit programming.

**6.** Press key **D** to be able to program the function that is on the screen.

Each of the functions is described in detail in the functions list that appears on the following pages of this document.

## Configuration of the Personal

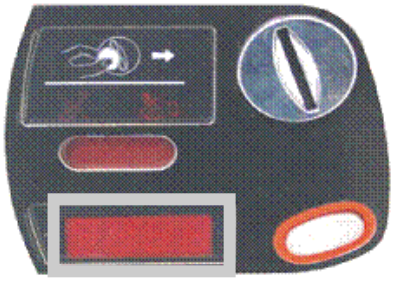
The menu that we have just described can be changed, with certain limitations, if the user desires.
When other functions are frequently used, it is possible to add them to the personal menu, if you are interested.
The maximum number of functions that the Personal menu admits is 32. To programme this function follow the instructions of function **440 PERSONAL MENU** described in the section dedicated to functions.

The functions that are included as standard in the personal menu can be changed if the user wishes. Carefully read function 440 in the section on functions.

## Quick Access to a function

If you wish to execute a function that is not available in the personal menu, press key **C** for 3 seconds.

The three digits will appear on the screen to indicate the number of the function that you wish to execute.



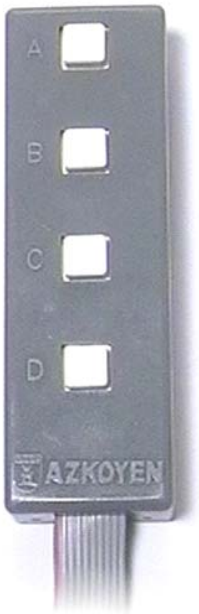
Use the numerical edition to indicate the number of the function and you will access it.

**A** **Increases the units**

**B** **Increases the tens**

**C** **Increases the hundreds**

**D** **Increases the thousands**



## Erasing RAM

To erase the Ram memory, proceed as follows:

1.- Switch the machine off.

2.- Keep key D of the programming box pressed and switch the machine on.

3.- Keep key D pressed until the message **"EEEE"** appears on the display.

When a RAM erased is done, all the accounts go to zero.

*The personal menu is configured with the following functions: 041, 110, 120, 171, 201, 210, 420, 468 and 510.*

*The prices are deprogrammed and change to 9999.*

*Simple sale*

*Maximum admission (with MDB coin mechanism) at 505.*

*The family and product code remains at 00*

*The promotions are erased.*

*The advertising message says "***AZKOYEN***".*

*It shows the temperature message*

*The currency is "€".*

*The buzzer remains activated.*

*It remains programmed as one temperature zone.*

*The temperature is programmed at 5ºC*

*The sanitary temperature is not controlled.*

*The machine number is 00000000.*

The operator number is 0000.

The date and time are not erased.

The lighting and refrigeration group on/off times are de-activated.

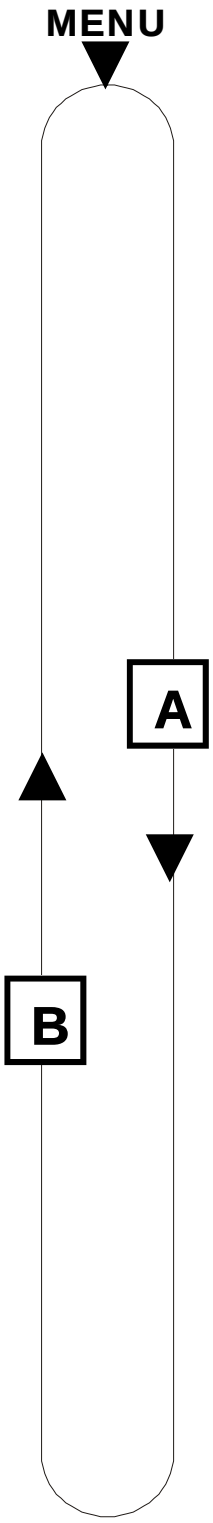
After erasing the Ram memory "OUT" appears on the display.

Enter programming and "F03" appears on the display. Quit programming again and programme everything that has been affected by erasing the memory.

Depending on the memory included in the machine, the language and the monetary unit will be configured:

***English and Pounds***
***or***
***Spanish and Euros***

## List of functions




001 DESCARGA DEV
002 LLEN.MAN.DEV
010 IMPRIM.DATOS
041 INI. CANALES
050 CALID. SEÑAL
099 INICIALIZAR
110 DINERO SEL.
111 UNIDAD SEL.
120 TOTAL DINERO
121 TOTAL UNID.
141 DIN. EN CAJA
142 DIN. EN DEV.
145 DIN D. MANO
146 DIN. NO DADO
148 DIN.REC.TARJ.
150 PROD.NO VEND.
171 BORRA CONTA.
174 BOR.CONT.DEV.
179 REC. BILLETES
180 Z/TOTAL DIN.
183 Z/D. EN CAJA
184 Z/D. EN DEV.
185 Z/D. D. MANO
186 Z/D. NO DADO
188 Z/D.REC.TAR.
189 Z/D.REC.BILLETES
201 PROG.PRECIOS
202 PRECIO/SELEC
204 PRECIO UNICO
210 PRG.IMPULSOS
220 VENTA LIBRE
222 VENTA OBLIGADA
221 VENTA SIMPLE
223 CREDITO MAX.
300 CANALES/SEL.
301 COD.FAM./PRO.
303 PROMOCIONES
401 CODIGO PROG.
407 TIEMPO CRÉDITO
408 TIEMPO CRÉDITO
412 MONEDAS ADMIT.
416 MAXIMOS ADMIS.
418 ADMIS. EN AGOTADO
419 NIVEL DE AGOTADO
425 MENSA.TEMPER
440 MENU PERSONAL
452 ZUMBAD. S/N
468 GRUPO FRÍO
470 NUM. MAQUINA
472 COD.OPERADOR
483 PROG. MÓDEM
510 FECHA/HORA
520 OPCS. RELOJ
533 CICLO D.ILUM
534 CICLO S.ILUM
535 CICL.D.GRUPO
536 CICL.S.GRUPO

*By pressing C or red key of the Display Card Enter programming and Quit programming.*

*By pressing D enter to program the function selected.*

*By pressing B return to the next Function.*

*B y pressing A or RE-FUND advance to the next function.*

## List of functions (General Menu)

On the following pages we list The different functions of the machine, describing their use as well as the operating mode in each one of them.

## 001 — Unloading change dispensers

This allows you to empty the change tubes.

| | | |
|---|---|---|
| | **A-B-C-D** | After entering the function, press A, B, C or D to empty the change tubes A, B, C or D; (if one of the keys is held down, you will continuously extract coins from the change tube). Press another key to choose another change tube to be unloaded. |
| | **REFUND** | Press **Refund** to exit function |

## 002 — Filling change dispensers

This permits entering the number of coins that have been manually loaded into the change dispensers into accounts.

| | | |
|---|---|---|
| | **A** - Increases the units<br>**B** - Increases the tens<br>**C** - Increases the hundreds<br>**D** - Increases the thousands | By executing the function and with the numerical edition mode, the number of coins loaded is entered. |
| | **REFUND** | Press **Refund** to exit function |

## 010 — Send data printer

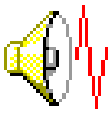
This sends a list of the accounting data to the RS-232C output in ASCII format with 40 digits per line.

*For further information see appendix "Complements and Accessories" (printer section).

| | | |
|---|---|---|
| | **A-B** | Shows other options on the display: **SND. DATA PRINT.** and **SND. DATA DISPLAY**. Choose **A** or **B** depending whether you want the data sent to the printer or the display. |
| | **D** | Execute what is shown on the *display*. |
| | **C** | Pressing **C** exits the menu. |

## 041 — Resetting channels

This function positions the spiral in its home position.

| | | |
|---|---|---|
| | **A** - Increase the units<br>**B** - Increase the tens | Using the numeric mode (with **A** and **B**), we select the channel to reset |
| | **D** | With **D** we accept the channel shown on the display EEEE |
| | **A** →  | We press **A** repeatedly until we hear a beep that indicates that the channel has reached the home position (reset), it is ready to be filled. |

## 050 — Signal receipt quality

When the function is executed, the display shows us with a number from 0 (less quality) to 99 (maximum quality) the signal which, at the point where the machine is located, we have with respect to GSM waves.

| | |
|---|---|
| | The display shows the quality of the GSM signal. |

## 099 — Resetting the whole machine

Executing this function, RAM and E2PROM are erased, and the machine is completely erased.

| | | |
|---|---|---|
| | **D** | Pressing **D** we erase the programming. |

**WARNING**

**To execute function 99 involves reprogramming F201 and F210, in order to put the machine back into service**

## Accounts

### 110 — Total sales per selection

Shows the cash from sales of each product selection.

| | | |
|---|---|---|
| | | Press the selection and the display will show the total amount of sales for this selection. |
| | **C** | Pressing **C** exits the menu. |

### 111 — Units per selection

Shows the number of sales of each product selection.

| | | |
|---|---|---|
| | | Press the selection and the display will show the number of units sold for this selection. |
| | **C** | Pressing **C** exits this menu function. |

### 120 — Total amount of sales

The display shows the total cash from all sales.

| | | |
|---|---|---|
| | **D →** | Pressing **D** will show the total amount of sales on the *display*. |
| | **C** | Pressing **C** exits this menu function. |

### 121 — Total units sold

| | | |
|---|---|---|
| | **D →** | Pressing **D** will show the total number of units sold. |
| | **C** | Pressing **C** exits this menu function. |

## 141 — Cash in cashbox

Shows the amount of cash in the cashbox. The maximum figure that can be shown is 999,999

| | | |
|---|---|---|
| | **D** → 0000 | Pressing **D** shows the amount of cash in the cashbox on the display. |
| | **C** | Pressing **C** exits this menu function. |

## 142 — Amount in change tubes

Shows the amount of cash in the change tubes.

| | | |
|---|---|---|
| | **D** → 0000 | Pressing **D** shows the amount of cash in the change tubes on the display. |
| | **C** | Pressing **C** exits this menu function. |

## 145 — Amount manually extracted from tubes

Shows the amount manually extracted from the change tubes by the user using the function: "**001 EMPTY CHANGE TUBES"**

| | | |
|---|---|---|
| | **D** → 0000 | Pressing **D** shows the amount of cash extracted from the change tubes on the display. |
| | **C** | Pressing **C** exits this menu function. |

## 146 — Amount not given

Shows the total amount of change not given to customers for various reasons.

| | | |
|---|---|---|
| | **D** → 0000 | Pressing **D** shows the amount of change not given on the display. |
| | **C** | Pressing **C** exits this menu function. |

## 148 — Credited to smartcard

Shows the total amount introduced into the machine that was destined to crediting smartcards.

| | | |
|---|---|---|
| | D → 0000 | Pressing **D** shows the amount of cash received for crediting to smart cards on the display. |
| | **C** | Pressing **C** exits this menu function. |

## 150 — Product not sold

Shows the number of units not sold from this selection because the channel was empty.

| | | |
|---|---|---|
| | 0000 | Press the selection and the display will show the number of units not sold. |
| | **C** | Pressing **C** exits this menu function. |

## 171 — Erasing accounts

The accounting data of all the accounting functions except the accounting of the change tubes.

| | | |
|---|---|---|
| | **D** | Pressing **D** erases the accounting data. |
| | **C** | Pressing **C** exits this menu function. |

## 174 — Erasing change dispensers

Erases the accounting data of the change tubes.

| | | |
|---|---|---|
| | D → 0000 | Pressing **D** erases the accounting data of the change tubes. |
| | **C** | Pressing **C** exits this menu function. |

## 179 — Amount inserted in notes

Shows the total amount of cash inserted into the note reader to pay for products.

| | | |
|---|---|---|
| | **D** → 0000 | Pressing **D** will show on the display the total amount received in in notes . |
| | **C** | Pressing **C** exits this menu function. |

**All the remaining functions belonging to accounts, which are preceded by Z/, remain unaltered although an accounts erasure is carried out. Therefore they are called PERPETUAL. All of them are described below.**

## Perpetual accounting

The functions that are described below are called **perpetual** as they cannot be erased using the erase function, to erase them it is necessary to **reset** the machine using **function 099**.

## 180 — Total amount of the sales

The function shows the total sum collected since the last erasure of the RAM memory.

| | | |
|---|---|---|
| | **D** → 0000 | Pressing **D** will show the total amount of sales of the machine on the *display*. |
| | **C** | Pressing **C** exits this menu function. |

## 183 — Amount collected in money box

The data requested about the perpetual accounts of the machine accumulated since the RAM memory reset.

| | | |
|---|---|---|
| | **D** → 0000 | Pressing **D** will show the quantity of cash taken by the machine and sent to the cash box on the *display*. |
| | **C** | Pressing **C** exits this menu function. |

## 184 — Amount sent to tubes

The data requested about the perpetual accounts of the machine accumulated since the RAM memory reset.

| | | |
|---|---|---|
| | **D** → 0000 | Pressing **D** will show on the *display* the amount of cash taken by the machine and sent to the change tubes. |
| | **C** | Pressing **C** exits this menu function. |

## 185 — Amount discharged from tubes

The data requested about the perpetual accounts of the machine accumulated since the RAM memory reset.

| | | |
|---|---|---|
| | **D** → 0000 | Pressing **D** will show on the *display* the total amount manually extracted from the change tubes. |
| | **C** | Pressing **C** exits this menu function. |

## 186 — Amount not given by the tubes

The data requested about the perpetual accounts of the machine accumulated since the RAM memory reset.

| | | |
|---|---|---|
| | **D** → 0000 | Pressing **D** will show on the *display* the total amount of change not given to customers. |
| | **C** | Pressing **C** exits this menu function. |

## 188 — Credited to smartcard

The data requested about the perpetual accounts of the machine accumulated since the RAM memory reset.

| | | |
|---|---|---|
| | **D** → 0000 | Pressing **D** will show on the *display* the total amount received for crediting smartcards. |
| | **C** | Pressing **C** exits this menu function. |

## 189 — Amount collected in notes

The data requested about the perpetual accounts of the machine accumulated since the RAM memory reset.

| | | |
|---|---|---|
| | **D** → 0000 | Pressing **D** will show on the *display* the total amount paid in notes. |
| | **C** | Pressing **C** exits this menu function. |

## Prices and sale modes

Using the functions described below we can programme the prices and the sales mode.

## 201 — Prices of selections

Programmes the prices of the products associated with each selection button

| | | |
|---|---|---|
| | | Press the selection and the *display* will show the programmed price of the product. |
| | **A** - Increases the 1s<br>**B** - Increases the 10s<br>**C** - Increases the 100s<br>**D** - Increases the 1000s | Using the numerical edition keys we can edit the price of the product for this selection. |
| | **REFUND** | Pressing **REFUND** exits this menu function. |

## 202 — One price for several selections

This function allows us to copy a price to various product selections.

| | | |
|---|---|---|
| | **A** - Increases the 1s<br>**B** - Increases the 10s<br>**C** - Increases the 100s | Using the numerical edition keys we can edit the price of the product for this selection . |
| | **REFUND** | Pressing **REFUND** exits this menu function. |

## 204 — Single price for selections

This function allows us to assign the same price to all the product selections.

| | | |
|---|---|---|
| | **A** - Increases the 1s<br>**B** - Increases the 10s<br>**C** - Increases the 100s<br>**D** - Increases the 1000s | Using the numerical edition keys we can edit the price of all the product selections. |
| | **REFUND** | Pressing **REFUND** exits this menu function. |

**If you program 9999 in functions 201, 202 and 204, you will eliminate the programmed price and deactivate the channel.**

## 210 — Type of extraction channel

This function allows you to choose the extractor type for the channel.

The types of extraction mechanisms to be programmed are:

**0 — Wheels**
**1 — Cans and bottles in single depth**
**2 — Cans and bottles in double depth**
**3 — Cans and bottles in triple depth**
**4 — Cans and bottles in quadruple depth**
**9 — To deactivate the channel**

| | | |
|---|---|---|
| | **A - B** | Select the channel, to be configured. |
| | **D** | Pressing **D** to validate the channel to be modified. |
| | **A** | Once you have selected the channel, press **A** to select the type of channel (C01.0, C01.1, C01.2, etc.). |
| | **D** | By pressing key **D** you will validate the type of channel chosen and you will quit the function. |

For channel types 1, 2, 3 and 4, the machine will move the channel to the loading position before leaving the function if you have changed the type of channel.

If the loading position cannot be reached, the channel will be programmed but the channel will be deactivated.

## 220 — Free sale

This places the machine in free sale mode, that is, it sells the products of all the selections free of charge.

| | | |
|---|---|---|
| | **D** → 0000 | Pressing **D** shows the present programming on the display. **(FREE SALE YES—FREE SALE NO)** |
| | **A**— Free sale Yes<br>**B**— Free sale No | Pressing **A– B** selects free sale Yes –No |
| | **D** | Pressing **D** validates the option |
| | **C** | Pressing **C** exits this menu function. |

## 221 — Single or multiple sale

This places the machine on "single sale" or "multiple sale". The machine will give the change at the end of each service (single sale) or you may make several services and the change is refunded later by pressing refund

| | | |
|---|---|---|
| | **D** → 0000 | Pressing **D** shows the present programming on the display. **(SIMPLE SALE —MULTIPLE SALE)** |
| | **A**— Simple sale<br>**B**— Multiple sale | Pressing **A– B** selects:<br>**SIMPLE SALE —MULTIPLE SALE** |
| | **D** | Pressing **D** validates the option |
| | **C** | Pressing **C** exits this menu function. |

## 222 — Compulsory sale

This option places the machine in **"compulsory sale "** mode.
Once a coin is introduced, the user is obliged to make a purchase from the machine to be able to recuperate the change from that sale (Only for MDB systems).

| | | |
|---|---|---|
| | **D** → | Pressing **D** shows the present programming on the display. **(COMPULSORY SALE—OPTIONAL SALE)** |
| | **A**— Compulsory sale<br>**B**— Optional sale | Pressing **A– B** selects: Compulsory or optional sale |
| | **D** | Pressing **D** validates the option |
| | **C** | Pressing **C** exits this menu function. |

## 223 — Maximum coin admission

This programs the maximum admission sum with an MDB/ICP coin mechanism installed.

| | | |
|---|---|---|
| | **A** - Increases the 1s<br>**B** - Increases the 10s<br>**C** - Increases the 100s<br>**D** - Increases the 1000s | Executing the function and using the numeric edition function allows us to programme the maximum credit the user can introduce into the machine |
| | **REFUND** | Pressing **REFUND** exits this menu function |

## Selection programming

We programme the product selections with these functions.

## 300 — Associates channels and selections

This allows us to associate channels with selections so that if there are several channels associated with one same selection (the maximum is 6 channels per selection), they will sell on a rotation basis when that selection is demanded.

| | | |
|---|---|---|
| | **SELECTION CHANNEL** | Press the selection you wish to programme, the display will indicate the selection that is being programmed (top line on the display) and it will show successively the channels that are associated to it (bottom line on the display). |
| | **SELECTION NO CHANNEL** | If the display shows **"NO CHANNEL"** on the second line, it means that the selection that is being programmed is not associated to any channel. |

To associate channels to a selection, you programme:

| | | |
|---|---|---|
| | **A - B** | Use **A** and **B** on the programming handset to advance or recede through the available channels .(*) |
| | **D** | Once you have programmed the channel , press **D** and the association will be saved. |
| | **C** | Pressing **C** exits this menu function. |

*You can also use the detection tabs for the selection channels

To **FREE** a channel that is already associated, use the same method as to associate the channel, that is, associating the channel to that same channel it is already associated with will free the channel or "disassociate" it.

## 301 — Family and product codes

Allows us to programme the product and family codes of the products of each selection.

| | | |
|---|---|---|
| | **A** - Increases the 1s<br>**B** - Increases the 10s<br>**C** - Increases the 100s<br>**D** - Increases the 1000s | Using the numeric edition function allows us to assign a number between 0 and 99 to each selection for the later identification and manipulation of the product data in the accounting lists provided by the machine. |
| | **REFUND** | Pressing **REFUND** exits this menu function. |

## 303 — Promotion

Programme a selection so that when a sale is made it will give a free product from other channels. The association can be a maximum of 2 channels per selection.

| | | |
|---|---|---|
| | **SELECTION CHANNEL** | Press the selection you wish to programme, the display will indicate the selection that is being programmed (top line on the display) and it will show successively the channels that are associated to it (bottom line on the display). |

To associate channels to a selection, you programme:

| | | |
|---|---|---|
| | **A - B** | Use **A** and **B** on the programming handset to advance or recede through the available channels .(*) |
| | **D** | Once you have programmed the channel , press **D** and the association will be saved. |
| | **C** | Pressing **C** exits this menu function. |

*You can also use the detection tabs for the selection channels

If the character to the right is programmed and C is pressed, it will validate the value and return to programme the character on the left.

## Machine Programming

We use these functions to programme the machine's identification parameters.

## 401 — Program codes

A pre-programmed code that identifies a programme used by a particular client, it has a specific combination of programme groups.

| | | |
|---|---|---|
| | **A** - Increases the 1s<br>**B** - Increases the 10s<br>**C** - Increases the 100s<br>**D** - Increases the 1000s | Use the numeric edition to programme the programme code of the machine (4 digits) |
| | **REFUND** | Press **REFUND** to exit this menu function. |

## 407 — Time it maintains the remaining credit

Programme the time the machine will hold the remaining credit on the display after a vend if it is not requested by the customer. The machine will then erase the credit. (Only with MDB system)

| | | |
|---|---|---|
| | **A** - Increases the 1s<br>**B** - Increases the 10s<br>**C** - Increases the 100s<br>**D** - Increases the 1000s | Executing the function and using the numeric edition function allows us to programme the time in seconds that the machine will hold the credit on the display before erasing it. |
| | **REFUND** | Pressing **REFUND** exits this menu function. |

## 408 — Time it maintains the credit

Programme the time the machine will hold the credit on the display before a sale if it is not requested by the customer and a sale is not made. The machine will then erase the credit. (Only with MDB system)

| | | |
|---|---|---|
| | **A** - Increases the 1s<br>**B** - Increases the 10s<br>**C** - Increases the 100s<br>**D** - Increases the 1000s | Executing the function and using the numeric edition function allows us to programme the time in seconds that the machine will hold the credit before a sale on the display before erasing it. |
| | **REFUND** | Pressing **REFUND** exits this menu function. |

## 412 — Types of coins admitted

The coins admitted by the MDB coin system are programmed, when the change has run-out,

| | | |
|---|---|---|
| | **D →** | Pressing **D** shows the present programming on the display |
| | **A –B** | Pressing **A** or **B** shows the rest of the coins. |
| | **D** | Pressing **D** validates the modification. |
| | **A –B** | Pressing **A– B** selects **YES — NO.** |
| | **C** | Pressing **C** exits this menu function. |

## 416 —Maximum no of coins to be admitted

The maximum number of coins of each type that are admitted before a service are programmed. Only with the MDB coin system.

| | | |
|---|---|---|
| | **A** - Increases the 1s<br>**B** - Increases the 10s<br>**C** - Increases the 100s<br>**D** - Increases the 1000s | Executing the function and using the numeric edition function allows us to programme the maximum number of coins to accept of the type of coin shown on the display. |
| | **REFUND** | Pressing **REFUND** exits this menu function. |

## 418 — Coins to be admitted on change run out

The coins admitted by the MDB coin system when it is out of change are programmed.

| | | |
|---|---|---|
| | **A - B** | Pressing **A** y **B** selects the option |
| | **D** | Pressing **D** validates the option. Each time we validate the programming of a coin, it will automatically pass to request the values for the next coin. |
| | **REFUND** | Pressing **REFUND** exits this menu function. |

## 419 — Number of coins for change run out

We programme the minimum number of coins there must be in each change tube, for it to consider the OUT OF CHANGE condition .ONLY with the MDB coin system.

| | | |
|---|---|---|
| | **A** - Increases the 1s<br>**B** - Increases the 10s<br>**C** - Increases the 100s<br>**D** - Increases the 1000s | Executing the function and using the numeric edition function allows us to programme the minimum number of coins there must be in the tube for the machine to inform that the tube is low on change. |
| | **REFUND** | Pressing **REFUND** exits this menu function. |

Each time we validate the programming of a tube, it will automatically pass to request the values for the next tube.

## 425 — Temperature on screen, YES or NO

This programs the option to display the message of the product temperature on the screen.

| | | |
|---|---|---|
| | **A - B** | Pressing **A– B** selects: **YES - NO** |
| | **D** | Pressing **D** validates the option |
| | **C** | Pressing **C** exits this menu function. |

## 440 — Modification of the personal menu

This adds or eliminates the functions available on the personal menu.

| | | |
|---|---|---|
| | **A - B** | Pressing **A** or **B** advances or recedes through the available functions. |
| | **D** | Pressing **D** includes or removes the function from the personal menu. The letter P to the left of the function indicates it is included in the personal menu. |
| | **C** | Pressing **C** exits this menu function. |

## 452 — Beep programming YES or NO

Choose whether a beep is heard when pressing buttons on the machine.

| | | |
|---|---|---|
| | **A - B** | Pressing **A– B** selects: **YES - NO** |
| | **D** | Pressing **D** validates the option |
| | **C** | Pressing **C** exits this menu function. |

## 468 — Program the product temperature

Programme the temperature setting on the machine.

| | | |
|---|---|---|
| | **A - B** | Pressing **A** or **B** advances or recedes through the numbers 0 to 9. |
| | **C** | Pressing **C** erases the last number edited and passes to the previous. |
| | **D** | Pressing **D** validates the digit that is flashing. |
| | **REFUND** | Pressing **REFUND** exits this menu function. |

If do not want the refrigeration group to start, programme the temperature to 50 ºC.

## 470 — Programming the machine number

Programme the machine number for its identification.

| | | |
|---|---|---|
| | **A - B** | Pressing **A** or **B** advances or recedes through the numbers 0 to 9. |
| | **C** | Pressing **C** erases the last number edited and passes to the previous. |
| | **D** | Pressing **D** validates the digit that is flashing. |
| | **REFUND** | Pressing **REFUND** exits this menu function. |

## 472 — Programming the operator code

Introduce the personal number of the operator of the machine.

| | | |
|---|---|---|
| | **A** - Increases the 1s<br>**B** - Increases the 10s<br>**C** - Increases the 100s<br>**D** - Increases the 1000s | Use the numeric edition to programme the operator number. |
| | **REFUND** | Pressing **REFUND** exits this menu function. |

**Functions 470 and 472 permit the identification between the operator and the machine to authorise the computer data processing.**

## 483 — Programming the GSM / modem

Programme the configuration of the modem for data communication.

Programme if the modem automatically reply to data request calls.

| | | |
|---|---|---|
| | **A - B** | Pressing **A– B** selects: **YES - NO** |
| | **D** | Pressing **D** validates the option |
| | **C** | Pressing **C** exits this menu function. |

If it is set to automatic, programme the number of RINGS before answering the call.

| | | |
|---|---|---|
| | **A** - Increases the 1s<br>**B** - Increases the 10s<br>**C** - Increases the 100s<br>**D** - Increases the 1000s | Executing the function and using the numeric edition function allows us to programme the number of RINGS before answering. |
| | **REFUND** | Pressing **REFUND** exits this menu function. |

Programme if the communication is via SMS or via modem.

| | | |
|---|---|---|
| | **A - B** | Pressing **A– B** selects: **SMS - modem** |
| | **D** | Pressing **D** validates the option |
| | **C** | Pressing **C** exits this menu function. |

Programme if the machine sends an alert message when it is out of order.

| | | |
|---|---|---|
| | **A - B** | Pressing **A– B** selects: **YES - NO** |
| | **D** | Pressing **D** validates the option |
| | **C** | Pressing **C** exits this menu function. |

Programme if the machine sends an alert message when it has a fault.

| | | |
|---|---|---|
| | **A - B** | Pressing **A– B** selects: **YES - NO** |
| | **D** | Pressing **D** validates the option |
| | **C** | Pressing **C** exits this menu function. |

## Clock

These functions are used to programme the clock and tine functions on the machine.

## 510 — Set time and date on the clock

Use this function to programme the time and date of the internal clock in the machine.
The programming is done in several steps:

1– Programme the time.
2– Programme the day.
3– Programme the month.

### Programming the time

| | | |
|---|---|---|
| | **A - B** | Pressing **A** or **B** advances or recedes through the numbers 0 to 9. |
| | **C** | Pressing **C** erases the last number edited and passes to the previous. |
| | **D** | Pressing **D** validates the digit that is flashing and edits the next digit. |
| | **REFUND** | Pressing **REFUND** validates this function and passes to the next function to edit. |

### Programming the day

| | | |
|---|---|---|
| | **A - B** | Pressing **A** or **B** advances or recedes through the numbers 0 to 9. |
| | **C** | Pressing **C** erases the last number edited and passes to the previous. |
| | **C** | Pressing **D** validates the digit that is flashing and edits the next digit. |
| | **REFUND** | Pressing **REFUND** validates this function and passes to the next function to edit. |

## Programming the month

| | | |
|---|---|---|
| | **A - B** | Pressing **A** or **B** advances or recedes through the numbers 0 to 9. |
| | **C** | Pressing **C** erases the last number edited and passes to the previous. |
| | **D** | Pressing **D** validates the digit that is flashing and goes to the next. |
| | **REFUND** | Pressing **REFUND** validates this function and passes to the next function to edit. |

## Programming the year

| | | |
|---|---|---|
| | **A - B** | Pressing **A** or **B** advances or recedes through the numbers 0 to 9. |
| | **C** | Pressing **C** erases the last number edited and passes to the previous. |
| | **D** | Pressing **D** validates the digit that is flashing. |
| | **REFUND** | Pressing **C** exits this menu function |

## 520 — Select clock options

This function is used to programme the format of the time on the display (24 hour or AM/PM) and the automatic changing of Summer Winter times.

**A - B**

Pressing **A– B** selects: **24 hour - AM/PM**
* Summer Winter **YES — NO**

**D**

Pressing **D** validates the option

**C**

Pressing **C** exits this menu function.

* To programme the automatic change for Summer Winter times, use the steps as used to programme the times format.

## 533 — Daily lighting ON/OFF cycle

Programme the auto daily ON and OFF of the machine lighting.

**A - B**

Pressing **A** or **B** advances or recedes through the numbers 0 to 9.

**C**

Pressing **C** erases the last number edited and passes to the previous.

**D**

Pressing **D** validates the digit that is flashing and goes to the next.

If you wish to deactivate this function, programme both the ON and OFF times as 00:00.

**This function establishes the machine lighting on and off time, which will become effective on the days that are programmed in function 534.**

## 534 — Weekly lighting ON / OFF cycle

Programme the auto daily switching ON and OFF of the machine.

| | | |
|---|---|---|
| | **A - B** | Pressing **A** or **B** advances or recedes through the days of the week. |
| | **D** | Pressing **D** validates the digit that is flashing and goes to the next. |
| | **C** | Pressing **C** exits this menu function. |

If you wish to deactivate this function, programme both the ON and OFF times as 00:00.

## 535 — Daily ON / OFF cycle for the refrigeration group

Programme the auto daily switching ON and OFF of the refrigeration group in the machine.

**Use the same steps that were used to programme function -510– setting the TIME and DATE to programme these functions**

If you wish to deactivate this function, programme both the ON and OFF times as 00:00.

## 536 — Weekly ON / OFF cycle for the cold group

Programme the auto weekly switching ON and OFF of the refrigeration group in the

| | | |
|---|---|---|
| | **A - B** | Pressing **A** or **B** advances or recedes through the days of the week. |
| | **D** | Pressing **D** validates the digit that is flashing. |
| | **C** | Pressing **C** exits this menu function. |

If you wish to deactivate this function, programme both the ON and OFF times as 00:00

Brands of the Azkoyen Group

AZKOYEN

AZKOYEN MEDIOS DE PAGO S.A.

AZKOYEN HOSTELERÍA

Teidde